# How to / Trackmania / Mediatracker / Transition fade

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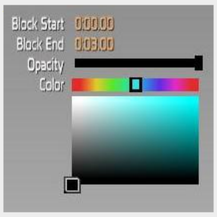
## Introduction

"Transition fade" is probably the easiest, but nevertheless one of the most used blocks in the Trackmania games. It does nothing else than to apply a layer of color onto the whole screen.

In this tutorial you will learn how to insert 2 of the most common transitions found in tracks... a little white "wakeup" flash at the start ramp (usually used "In Game") and a black out between two different camera positions...

## The values




Here (picture left) you can see the things of the transition fade track that can be changed - not very many.

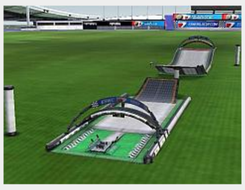
The only visual ones are opacity and color.
Color should be clear.

**Opacity** can be explained by an easy example:
When the opacity bar is leftmost, the transition is totally transparent.
When the opacity bar is rightmost, the transition is totally opaque, nothing can be seen through it.

**Drawback 1:**
The colour table has the advantage that there's a better survey about all colors, but the downside of this representation is that it's not possible to chose precise colour codes with your mouse. This can be really a problem when you want to make the fade having the same colour as your text or things like that.
**Drawback 2:**
A transition fade can only cover up what the camera sees, but it can't cover other mediatracker effects like images or text.

## Our test track

**Download** our empty TRANSITION FADE TRACK, put it on your "Tracks" directory and open it in the track editor.



### Our test track

Very simple with a nice smooth jump in it before the finish.
When you open the "In Game" Media Tracker section you can see there's already a custom camera to spare you inserting it yourself.
Hoping you are well fimiliar with Custom Camera, we added it.

When you look more precise at the custom cam, you will see that the trigger is set at the start of the map, and a key is inserted when the car just leaves the ramp, where the camera directly switches over to the other pole near the finish.

**Instructions**
Open the track, record a media tracker ghost and enter the " End Game" Media Tracker section.

When entering the Mediatracker, you can see there's already some camera track present.

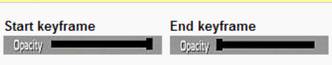
## Exercise 1 : The "wakeup" flash

Let's insert our first "Transition fade" Track.

Add a transition fade track to the timeline, set "**Start block**" to **0.00** and "**End block**" to **0.20**. This will later become a lightning, so chose **white colour** in the the **color field**.

To make the lightning becoming more realistic and much smoother we should let the bright light of the start keyframe "die away" in within the 0.20 seconds length of the block...

Let the opacity at the start keyframe stay at the same as it is. Move the opacity slider at the end keyframe to 0 (leftmost).




If you preview your clip now, it should look like a short intense flash...

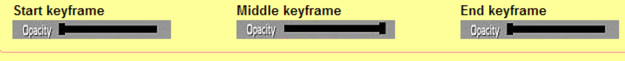
## Exercise 2 : The camera "blackout"

Insert a 2nd "Transition fade" track. This time it'll be not that easy like in the first one.

Let's take a look at the middle keyframe of the camera track. Click at this keyframe and the "replay time" will show you that it's placed at 3.44. We want to "camouflage" that camera change.

For aesthetic reasons, our new transition should start **before** the camera change and end**after** it. So our track will be 0.40 seconds long in total... 0.20 before and 0.20 after the camera change.

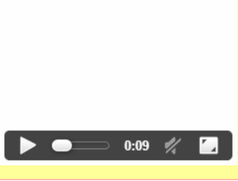
Set the "**Start block**" for our transition track to **3.24**, the "**End block**" time to **3.64** and choose the color black.
Now **insert a middle keyframe** at 3.44 in our transition track (the same time where the keyframe of the custom camera is) and edit the values of the different keyframes.




If you preview your clip now, you will see that the transition starts at 3.24, changing from completely transparent (at 3.24) to completely black (at 3.44, the point of camera change) and then go back to completely transparent again (at 3.64)..

## Now you've learned everything you need to know about Transition fades :-)

**Download** our finished TRANSITION FADE TRACK to look if you did everything right.
Now take a short look at how our transitions would look like in the game...



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